Unit 4 Assignment 2 Learning Aim B Student Guide Distinction

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Learning Aim B: Design a Software Solution to meet Client Requirements

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B.P4, B.P5,B.M2, BC.D2, BC.D3 evidence

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B.P4 The Software Development Life Cycle - Overview

Explain what the SDLC means and include the basic parts of it

Resources and Information	**Textbook page 252**
Have I done This?	
Am I confident on This?	

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B.P4 The Software Development Life Cycle - Requirements

Explain what requirements means as part of the SDLC

Resources and Information	**Textbook page 253**
Have I done This?	
Am I confident on This?	

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B.P4 The Software Development Life Cycle – Design Specification

Specification	Meaning in the SDLC
Scope	
Inputs	
Outputs	
User Interface	
timescales	

Add a short explanation of what each of these are

Resources and Information	Textbook page 253
Have I done This?	
Am I confident on This?	

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B.P4 The Software Development Life Cycle - Development

Explain what Development means in the SDLC

This is where you write the code

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Have I done This?	
Am I confident on This?	

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B.P4 The Software Development Life Cycle - Implementation

Explain what implementation means in the SDLC

This is choosing all the parts to make the program work

This is closely linked to development

Resources and Information	**Textbook page 254**
Have I done This?	
Am I confident on This?	

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B.P4 The Software Development Life Cycle – Testing

Specification	Meaning
Testing	
White Box	
Black Box	
Refinement	
Optimisation	

Add a short explanation of what each of these are

Resources and Information	Textbook page 254
Have I done This?	
Am I confident on This?	

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B.P4 The Software Development Life Cycle - Maintenance

Explain what maintenance means in the SDLC

This is making sure the program runs smoothly when it is released

This is closely linked to testing as well as user feedback

Resources and Information	**Textbook page 254**
Have I done This?	
Am I confident on This?	

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BP3 Initial Client Interview

Paste the email of your interview here

This is where you start to work out what your program needs to do

Your client should be another member of your class

Resources and Information	**Textbook page 255**
Have I done This?	
Am I confident on This?	

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BC.M2 Justify Improvements

You will need to justify how these improvements will result in an **effective solution**

You will need to talk about the before and after changes to the design

You need to use keywords such as ‘because’ and ‘therefore’

Make sure you have about 5 good changes that are not just cosmetic colour changes.

Resources and Information	**Make sure you have clear before and after evidence about where your designs changed!**
Have I done This?	
Am I confident on This?	

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BC.D3 Demonstrate Personal Quality

Here you need to write evidence showing how this section demonstrates one of more of the following personal skills:

Individual responsibility

Creativity

Effective self management.

Resources and Information	**The suggested qualities are INDIVIDUAL RESPONSIBILITY, CREATIVITY and EFFECTIVE SELF MANAGEMENT**
Have I done This?	
Am I confident on This?	

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